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M. Lukacs
October 1994 **Proceedings of the second ACM international conference on Multimedia**

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The Personal Presence System (PPS) experimental prototype is being designed to support multiparty multimedia visual services which use advanced video combining techniques. This paper is a companion to another paper in this proceedings: "The Personal Presence System—A Wide Area Network Service Resource for the Real Time Composition of Multipoint Multimedia Communications" which contains a detailed service description.This paper describes the architecture of the A ...

2 Interactive Editing Systems: Part I
Norman Meyrowitz, Andries van Dam
September 1982 **ACM Computing Surveys (CSUR),** Volume 14 Issue 3

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3 A user interface for interactive cinematic shadow design
Fabio Pellacini, Parag Tole, Donald P. Greenberg
July 2002 **ACM Transactions on Graphics (TOG) , Proceedings of the 29th annual conference on Computer graphics and interactive techniques,** Volume 21 Issue 3

Full text available: 📄 pdf(6.20 MB)   Additional Information: full citation, abstract, references, citings, index terms

Placing shadows is difficult task since shadows depend on the relative positions of lights and objects in an unintuitive manner. To simplify the task of the modeler, we present a user interface for designing shadows in 3d environments. In our interface, shadows are treated as first-class modeling primitives just like objects and lights. To transform a shadow, the user can simply move, rescale or rotate the shadow as if it was a 2d object on the scene's surfaces.When the user transforms a shadow, ...

Keywords: human computer interaction, illumination, lighting design, user interface design

4 Interactive inspection of solids: cross-sections and interferences
Jarek Rossignac, Abe Megahed, Bengt-Olaf Schneider

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July 1992   **ACM SIGGRAPH Computer Graphics , Proceedings of the 19th annual conference on Computer graphics and interactive techniques**, Volume 26 Issue 2

Full text available: pdf(3.87 MB)   Additional Information: full citation, references, citings, index terms

Keywords: clipping, cross-section, interferences

5 Recognizing creative needs in user interface design

Michael Terry, Elizabeth D. Mynatt

October 2002 **Proceedings of the fourth conference on Creativity & cognition**

Full text available: pdf(478.46 KB)   Additional Information: full citation, abstract, references, index terms

The creative process requires experimentation, the exploration of variations, and the continual evaluation of one's progress. While these processes are frequently non-linear and iterative, modern user interfaces do not explicitly support these practices, and instead impose a linear progression through tasks that is a poor fit for creative pursuits. In this paper we use data from three case studies, and draw upon Sch$#246;n's theory of reflection-in-action to illustrate specific deficiencies in c ...

Keywords: creativity, image manipulation, non-linear interaction model, on-demand previews, open-ended tasks, side view

6 Feature-based cellular texturing for architectural models

Justin Legakis, Julie Dorsey, Steven Gortler

August 2001 **Proceedings of the 28th annual conference on Computer graphics and interactive techniques**

Full text available: pdf(3.42 MB)   Additional Information: full citation, abstract, references, citings, index terms

Cellular patterns are all around us, in masonry, tiling, shingles, and many other materials. Such patterns, especially in architectural settings, are influenced by geometric features of the underlying shape. Bricks turn corners, stones frame windows and doorways, and patterns on disconnected portions of a building align to achieve a particular aesthetic goal. We present a strategy for feature-based cellular texturing, where the resulting texture is derived from both patterns of cells and the ...

Keywords: cellular texturing, computer-aided design, procedural modeling, texturing

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Chai, D.; Ngan, K.N.; Bouzerdoum, A.;
Image Processing, 2000. Proceedings. 2000 International Conference on , Vo 2 , 10-13 Sept. 2000
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